```
Audio::Listener::Dirty
+ location
+ attributes
+ gain
+ Dirty()
+ reset()
+ setAll()
            #dirty
   Audio::Listener
 + Listener()
 + ~Listener()
 + getPosition()
 + setPosition()
 + getAtDirection()
 + getUpDirection()
 + setOrientation()
 + getVelocity()
 + setVelocity()
 + getAngleRange()
```

and 13 more...